The LIAUG Lighthouse

The newsletter of the Long Island Atari User Group

AUGUST, 1989
VOLUME 5 NO 8



Long Island Atari User Group

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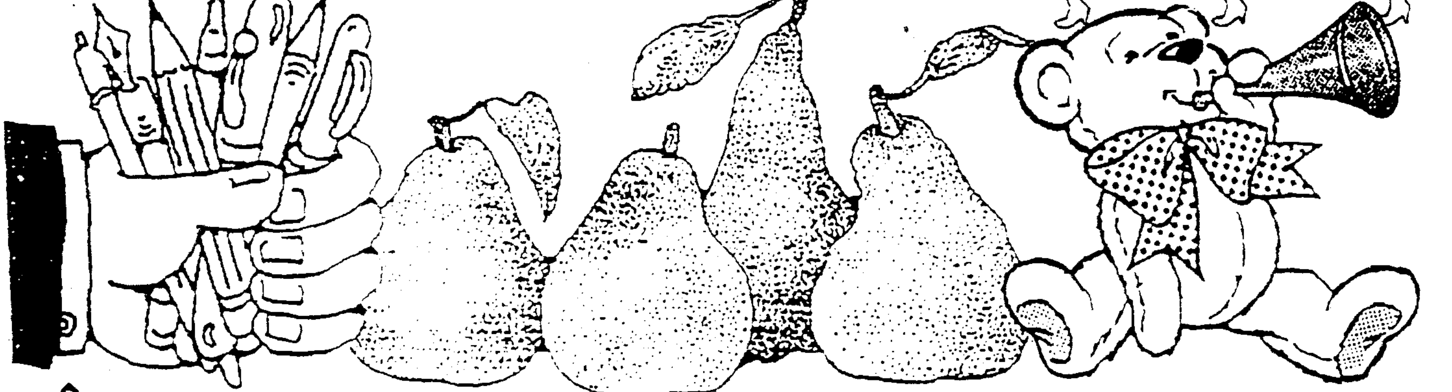
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112 Page	20.00
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Rates are per issue - camera ready copy only Consecutive ads placed at the same time receive a 10% discount per issue with a 30% maximum. Send ads to our regular mailing address

Directions to the library: From the Long Island Expressway: Take exit 58 North (Old Nichols Road). continue north for approximately two miles and make a left (west) turn onto Smithtown Blvd. Continue west for 1 1/2 miles to the Nesconset Plaza on the right hand side of the road. The library is located in the west end of the plaza.

From The Northern State Parkway: Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 347/454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road. Make a right turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork. Meetings are open to all those interested at no charge. The meetings begin at 12:00 p.m. in the library 's community room and end at 4:00 p.m.

Current LIAUG Officers

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Secretary/Treasurer	Randy Constan
Librarian 8 bit..	Jim Harris
Librarian 16 bit..	Harvey Schoen
BBS Sysop..	Patrick J. Mulvey
Librarian Video..	Neil Trenk
Int'l correspondent	Horst DeWitz
Newsletter Editor	Harvey Schoen

Club Meetings

The Long **Island** Atari **User** Group Meets once a month at the **Nesconset** branch of the **Smithtown Library**. Membership **dues** are **$15** per year plus $5 for the mailing of the newsletter.

The newsletter **is** currently being produced on a **520ST with 1mbyte** memory and a **20mbyte** hard drive. **Software** is Timeworks Desktop Publisher.

If you have any questions or comments **about The** Lighthouse or **LIAUG**, please write to our mailing address or **post** on our **BBS**.

Our address is:

UAUG

P.O. **Box** 92

Islip NY 11751

Our BBS number is

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If no answer call:

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MAGIC SAC TIPS

by: Douglas Hodson

Columns extracted from the MVACE NEWS Official newsletter of the Miami Valley Atari Computer Enthusiasts

P.O. Pox 24221 Huber Heights OH 45424

Edited by Bruce B. Hansford

MVACE NEWS Editor

Magic Sac Tips #9

Terminal Communications and the Sac

At some point in time you're going to decide that you don't have enough programs The Ume is usually about 15 minutes after you purchased and assembled your computer system. You have two options

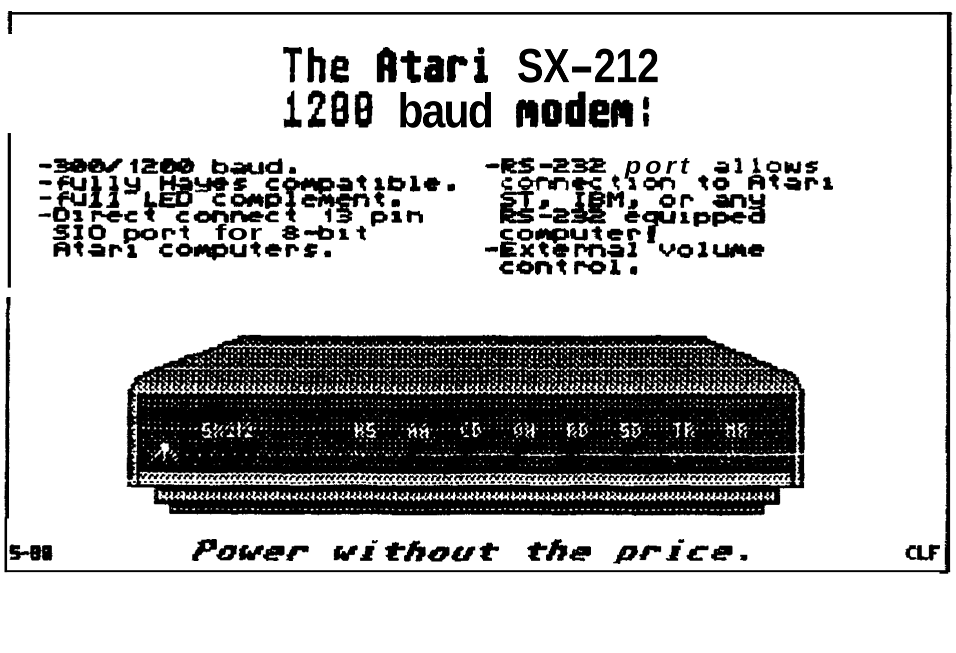
First you could go to your local user groups copy session and copy some of the outstanding public domain software available in your clubs library (such as the ACEs). One problem, you will have to wait until the next copy session in order to get your software. This is not a good solution because you want MORE SOFTWARE NOW! Second turn on your computer *and* download some software from a local bulletin board. Good solution, what do I need and how do I do that?

There are two items needed to download a piece of software. first a modem and second a modem program (or sometimes called a communications package or terminal emulation package). A modem is a piece of external hardware that allows your computer to communicate to other computers using the phone lines Your computer has a RS232 plug on the back which is used for communications Plug this RS232 plug into your modem and plug your modem into an existing phone line. If you don't already own a modem, go buy one. they're cheap (under $100), reliable and of considerable use. A word of warning. buy a Hayes compatible modem with a baud rate of at least 1200 baud. If you can get a 2400 baud modem cheap, seriously consider buying that instead.

The baud rate is how fast data (bits per second - BPS) gets transferred across the phone lines. The faster the rate. the shorter the wait (kinda rhymes doesn't it). Also 2400 baud is quickly becoming the standard baud rate for communications In case you're wondering what Hayes compatible means, it's just a standard (set by Hayes. they build modems also) that describes how your computer "talks" to your modem.

Your computer communicates to the modem via a "command set". This "command set" instructs the modem what to do. Such as pick up the phone line, answer an incoming call or hang up the phone. These commands are part of a "command set'. Hayes is by far the most common command set, and most modem programs use the Hayes command set to control the modem! So definitely get a Hayes compatible modem.

Now we have our modem so all we need is the modem program to handle communications. Many modem programs are FREE and are contained in our club library. In fact the best modem program for the Macintosh was shareware for a long time before going commercial. It is called Red Rider. There are several versions of Red Rider. The latest and greatest that is compatible with the Magic *Sac* is version *7.0.* Red Rider *7.0* is contained in our club library. The other modem program is called FreeTerm 1.8. It is much simpler to operate than Red Rider but doesn't offer as many features. These are the only terminal communications programs in the public domain that work with the Magic Sac (to the best of my knowledge).



MIQRAPHANNOUNCESHANDSCANNER FOR THE ATARI ST

April 26, 1989

FOR IMMEDIATE RELEASE

Contact: Liz Mitchell (206) 838-4677

Migraph, Inc., a leading developer of GEM-based graphics software. will introduce a hand held scanner lor the Atari ST series of computers, according to Migraph president Kevin Mitchell. The announcement was made at Spring COMDEX in Chicago.

The hand scanner, designed specifically for the Atari ST, makes it easy to incorporate photographs drawings. logos, clippings. brochures and almost any other graphic into computer documents. "This scanner will revolutionize the desktop publishing industry within the Atari community", states Kevin Mitchell. "Now anyone can scan their own high resolution images instantly."



Able to scan over a four inch wide strip. the hand scanner has four adjustable scanning resolutions and provides true 300 and 400 dots per inch resolution. Initially, it will be bundled with Touch-Up. Migraph's popular image editor. Touch-Up contains extensive editing tools and the ability to save images in a variety of formats The bundle also includes scanning software and an ST interface. which plugs into the cartridge port. The anticipated release date for the hand scanner is the end of June.

An additional bundle will be released in August which consists of the hand scanner, interface, scanning software. and a "lite" version of Touch-Up, which has about half of the features of the full version. This bundle is expected to cost about $100 less than the bundle with the full Touch-Up.

The hand scanner bundled with Touch-Up will retail for $499. Migraph is currently offering a special introductory price ol 3429 on the hand scanner bundled with Touch-Up (a $70 saving). Registered Touch-Up owners can purchase the hand scanner direct from Migraph for only $299. Orders with the special pricing will be accepted through July 31. 1989.

For more information on Migraph and its products call Liz Mitchell at (800)223-3729 or (206)838-4677. (9-5 PST)

Manhunter: New York

Sierra On-Line. Inc.

Coarsegold, CA 93614

Atari St, Monochrome or Color

Retail 49.95. Discount 33.95

4 STARS

Review by Warren Kearney - MVACE

You wake to a another hot. humid day in New York. August 27.2004. you are a Manhunter. It is two long years since the invasion of Earth and the complete defeat of the Earth forces.

Two long years since the Orb Alliance has established control of the remaining humans. You have been chosen as a Manhunter. you do not know how or why you have been chosen. You only know that to not comply is certain death.

As a Manhunter you are to track down other humans. including your friends Friends have been disappearing. vanishing into thin air. There is talk on the street of a secret society, a group of humans banding together to fight the Orbs. Your job is to track down the humans and find their hiding places. But what weighs neaviiy on your mind are the subtle changes in the Earth's atmosphere. What are the Orbs up too? You cannot resist the Orbs

Yet can you betray humanity? Who can you trust in this world of violence and decay?

It had been a long time since I had played any "adventure' games I had gotten to the point where every adventure game seemed like the rest. I am happy to report that **Manhunter: New York** is different. This game is enough to get me playing adventure games again

Manhunter is a very complex game, and if possible, I would recommend that you put it on your hard drive. The documentation that comes with Manhunter clearly tell you how to install the game onto your hard disk. Once you're set up it's simple enough to play the game Just go into the Sierra folder, then the MH folder, then click on MH.PRG. Another nice feature of Manhunter is that it works on color or monochrome.

The game comes on 5 single sided disks and is packaged with the instruction manual quick reference card. a 3-D animated adventure game reference card, and a map of New York city. If you're new to graphic adventure games you'll need all of these items If you're an old hand at these games you'll still need the map and the Manhunter's Field Guide (Planet Earth Edition).



Manhunter: New York is billed as a 3-D animated adventure game. This means that Manhunter is a combination of a graphic adventure game That is. there are 'scenes' that not only add to the visual enjoyment of the game. but can and do contain clues that are needed to complete the game. It pays to be observant with each change of scenery, you never know what may be needed later in the game. As an example: if you're in the church. you can see matches and candles. Do you light the candles and if so in what order. or do you take the matches for later use? Or perhaps you do both.

You begin each game by typing in the proper code word from your Manhunter's Field Guide. This is the only protection Manhunter comes with. Please honor this trust and do not make copies for your friends Also don't lose your Handbook.. no code word no play.

As with most games of this nature. Manhunter allows you to save a game in progress. I can't recommend this enough! Unless you're a real whiz-bang Manhunter. you're going to die a lot before you solve this puzzle. One great feature of this Sierra game is you are allowed to save up to 12 game locations on a disk. If you need more, you can save them onto another disk. The thing I really like is that Sierra does not follow the normal TOS file name restrictions. When saving a game position you can name your position with a meaninglul phrase instead of twelve characters.

For example il your in Battery Park near a tree you could save your position as "Battery Park Near Tree".

The attraction of Manhunter as a 3-D animated adventure game is the amount of variety Sierra provides in conveying clues This comes in many forms, such as a Video Game in the bar. One fo[illegible] challenge is in the bar. You are challenged to a game of guts with the bartender before you can continue the video game.

The object of the game is to throw a knife in between the bartender's fingers If you throw the knife outside of his fingers, you get thrown out. If on the other hand (bad pun intended) you happen to hit his finger, well let's just say it isn't a pretty way to die.

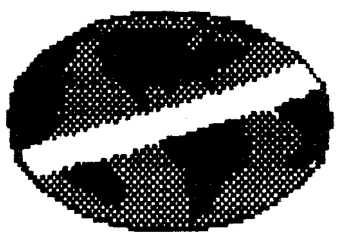
The movement and action uses the mouse and the keyboard for control. This was the only thing I found difficult. Keeping track of which command device to use on which scene. Fortunately it does not take long to get the hang of controlling movement.

Movement is basically the name of the game As a Manhunter you use the Manhunter Assignment Device to 'track' your target (a human that you must report on). Learning to operate the MAD may take a little time. but you must master this device since it is your interface to Orb headquarters. Follow the movements of the MAD tracking signal carefully since. many times. this is where you get a clue to what your target was up to at any particular time. The MAD not only contains information on all of the remaining humans in New York City. but can record notes of important clues.

Really this is about all of the information I want to give you I know that it is very scant, but that is part of the appeal of the game to me What's the point? Who can be trusted? Can I win this game before I am an Old Man? Remember, trust no one without examining the situation carefully first. Life as a Manhunter can be very short.

This is the appeal of adventure games. they involve you in a giant puzzle. Manhunter does this really well. I found the plot to be intriguing. the graphics and animation to be enjoyable. The animation is a new feature for me, of course remember I played these games when they were text only. Orbs whiz about, humans attack you, robots move. All in all I THINK I really like this game. I say think because I haven't come close to finishing it.

So if the next time you see me and I have this tired. vacant look in my eyes. you'll know that I've been trying to finish each assignment the Orb Alliance gives me. Until then I think you will enjoy this game if you like a challenge.



SpartaDOS TUTORIAL - Part 1

Written by: Mister <Z> Hisself

(c) Network: Atari Express! BBS 512-662-9764 (Voice)

512-662-9765 (Modem) (Any Time or Baud)

****

• Commands Covered in Part #1 •

* -- •

• DIR, DIRS. CAR. BASIC ONIOFF. *

• FORMAT, INIT, AINIT. XINIT. •

• and CHKDSK *

****

Continued from the July 1989 issue.

Now then...let's get on to another command. This time well look at "CAR"

This one is easy. Remember Atari DOS option "B"? It was the one that sent you to BASIC. This is known as the CARtridge area

If you have a cartridge plugged into the computer. option "B" on Atari DOS 2.x would take you to it. With SpartaDOS, you simply type CAR It's that easy. To get back to the DOS menu; or in our case the Dl: prompt, you type DOS. CAR is another internal SpartaDOS command.

Here's a problem you might have faced while using Atari DOS. Let's say, while booiing up your DOS you held down the option key. This tells the computer ihai you do NOT want the built-in BASIC, but would rather go directly to the menu.

It's happy to oblige, and does this nicely. But, what if, at a later period, you needed that BASIC area? Right...you have to reboot the system. This alone causes excessive wear on the power supply and disk drive.

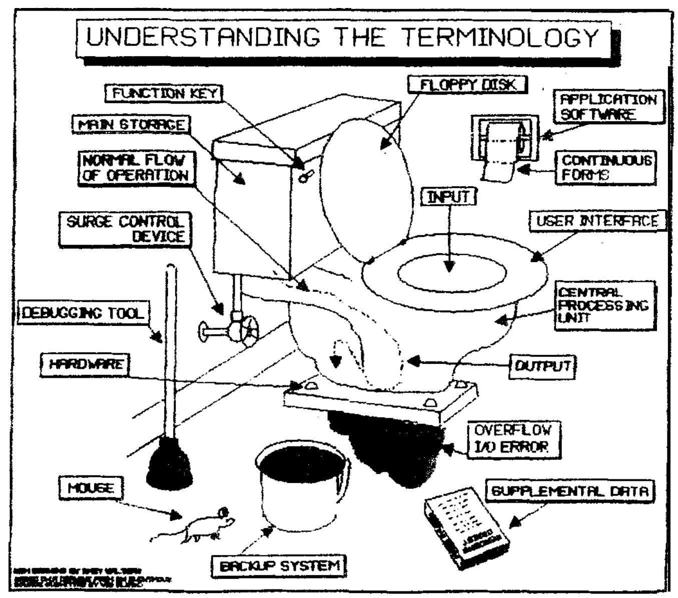
SpartaDOS, on the other hand, has another internal command set called "BASIC'. Under SpartaDOS, simply type "BASIC ON" or "BASIC OFF at the D1: Command prompt, and you will get the same result without rebooting the entire system!

This command installs or removes the internal BASIC on the XL/XE computers.

It is NOT a functional command on rhe SpartaDOS 1.x version, only the 2.x, 3.x, and future versions.

Beware of this command. If you have a BASIC file in the computers memory, and you go to DOS and say BASIC OFF, you WILL lose the BASIC program. so save it to disk first!

To be continued........



ELITE

RAINBIRD P.O. Box 2227. Menlo Park, CA 94026

Review by Larry Henderson - MVACE

This program is an outer space trader/pirate adventure game where you pilot a Cobra Mk III Trader and Combat craft. The object is to start with 100 credits and a basic spacecraft, and by trading from one world to another (and by getting credit ior destroying pirates along the way) you rise through the ranks of Harmless. Mostly Harmless. Average. Above Average, Competent, Dangerous, Deadly. and finally ELITE.

Your craft starts with 7 light years of fuel (max amount), 3 missiles (4 being max). 1 Cargo Hold (2 is max) and a laser weapon mounted on the front. From this basic start you can add on, as you become wealthier. more powerful weapons. a Fuel Scoop (to be used to pick up cargo canisters from the latest Pirate you blew away. or vacuumed away since we are in outer space), galactic hyperdrives. docking computers and more.

Being used to flight simulators and other similar programs, I was confident that it would be simple to take the stick of the craft and control it as easy as I did with Flight Simulator II, but I was in for a big disappointment. The joystick does work OK lor forward-downback-up, but the right and left are really a rotation direction. Say that an enemy is to your right. you need to rotate right until he is EXACTLY above you. then you pull up until he is in your sights. If you missed you need to repeat it all over again. It's not impossible to get used to, but it took me hours to get good enough to hold my own in a dog fight. This is my first complaint about the program.

When you go to another planet, you actually dock at a space station that circles the planet. The Space station rotates on an axis that passes through the docking door The docking procedure is very exact. You need to pilot the craft into a rectangular opening, which in itself sounds simple enough To make it a little more difficult you have to be perfectly aligned with the entrance tunnel. So, besides being aligned, you also must turn on the exact axis to make it through the door. Easy, wasn't it.

Now for a second complaint. You can only save the game from a Space Station. I have flown for up to fifteen Minutes fighting pirates all the way. only to crash into the door of the Space Station. This happened more then once. But for the right price you can get a docking computer. If you could save the game during flight, it would make for a lot less aggravation. But then again it makes you appreciate a good docking. By the way. there is a 'save game to RAM' that I do like.

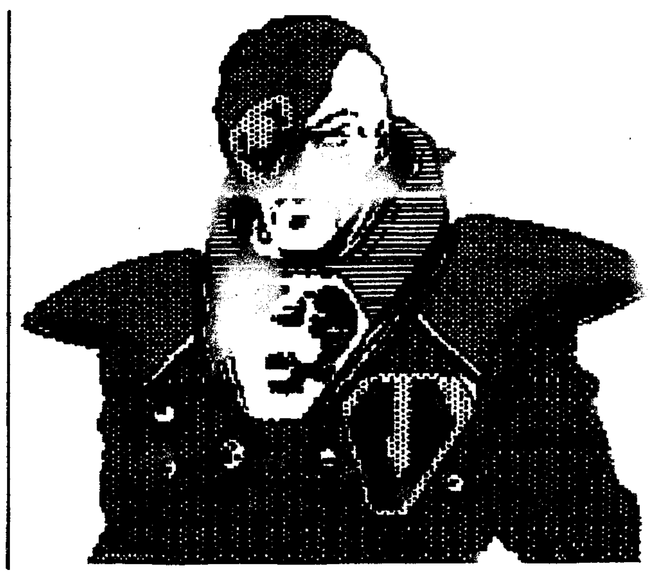
The program has a mixture of graphics. The ships are solid three dimensions. the control console is nice, but all the planets are the same color (green... solid green). There are other areas that could have been improved, but I was told that this game was really translated over from a Commodore version. Maybe this is the reason for the mixed quality of graphics.

This program is not one that you simply boot up and play for an hour and be done with it. I played it lor more then a total of 36 hours and only became "Average". This is a very complex game, with a lot of time being spent flying from one world to another in almost constant conflict with Pirates. There are 8 galaxies and over 250 planets in each one. That makes for a lot of places to travel. And for a lot of variations to the game.

I played the game with my son being the co-pilot, giving the game a family feel with both of us getting involved. We both had fun deciding on what to buy and where to go, along with the cooperation of fighting the enemy.

If you are a person that likes to get deep into a game. that may last for months. this is a game for you. There is strategy as well as action in this game. If you do make the rank of ELITE, you truly deserve it.

Elite retails for $34.95. but is available at discount locally for around $23.95. Thanks to Microtyme for the review copy.



Fight Night by Accolade

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Reviewed by Brian Baughman, aged 12 with help from Dad. Chuck Baughman. GRASS

As you duck out of the way of a head blow, prepare to punch back in this neat game of boxing skill. There are five variations of the game. which you can choose from a screen. These are Main Event, where you test your skills against the world's toughest. Fighters Boxing Construction, in which you create your own fighters and pit them against other fighters



Training. where you can practice handling your boxer on punching bag or speed bag or you can train against another boxer.

Sparring which is practice against another boxer for more training.

Tournament, in which you are a fighter promoter pitting your stable of fignters against your opponent's boxers.

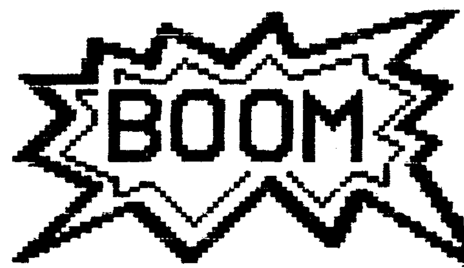
A player can make his own boxers, but must use the body parts that are programmed mto the computers boxers Some of these boxers are good. some are wimpy. When you play "Main Event," you must use the computer's boxers.

The tournament feature is okay, but would be better if it were double elimination.

The game has good graphics and is joystick controlled. It required only about fifteen minutes to learn. including shimming the instruction book for directions.

Two human players can control their boxers against each other. I won the first tournament I was in and beat one of my friends every time we boxed.

Dad says... the kids seemed to have a good time playing with the game. I will be interested to see how long their interest continues as you can get to the point where you always win.



Press Release

DENVER. COLORADO. June 15. 1989: Personal MicroCosms announces the release of The Astronomy Lab, the most versatile and comprehensive astronomy program avaiiabie lor Atari 520 ST. 1040ST. and Mega ST computers. The Astronomy Lab can produce movies that simulate a host of astronomical phenomena, charts that illustrate many important concepts of astronomy, and printed reports that contain predictions of the most important astronomical events All movies, charts and reports are customized for a user's location and time zone

The Astronomy Lab includes an extensive 101 page User's Guide which describes all of the features of the program as well as the fundamental astronomical concepts required to make full use of The Astronomy Lab.

The Astronomy Lab is not copy-protected.

Requited Hardware

The Astronomy iab wiii run on any Atari 520 ST, 1040 ST. or Mega ST computer with TOS in ROM. a color or monochrome monitor. and at least one disk drive.

A printer is optional. and can be used to print the reports

printer is required to print charts and other graphical images produced by 'The Astronomy Lab.

Further Information

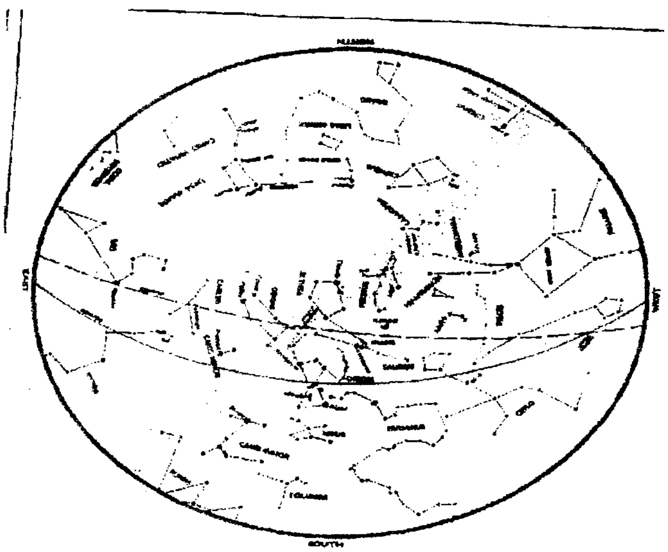
To receive a 12 page product description of The Astronomy Lab,send your name and address via e-mail to TERRELL-E on GEnie, or contact Personal Microcosms at the following address:

Personal MicroCosms
Product Information
P. O. Box 33927
Northglenn, CO 80233 U.S.A.

(303) 753-3268

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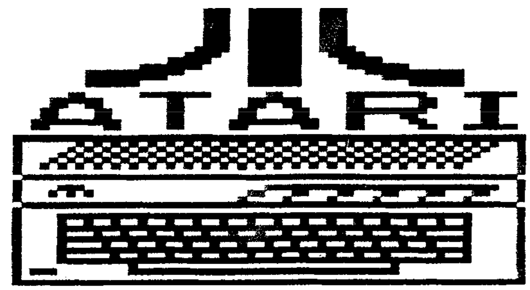


The Left Brain

by Tim Holt

Atari. The name itself conjures images of children playing Pac-Man around the family television. Atari. The name, at least to the general public, does not conjure up images of high power computing at a ·v price. Nor does it suggest desktop publishing, or a hig)ower small business machine. At least not to those out there in computer buying land. IBM. the name means business.

Apple, the name mean education. Macintosh. the name means Desktop publishing. Atari. What does that name mean'? Games. For a few of us, it also means a nifty computer, that can run rings around a Mac in price, and do just about whatever those fancy IBMs can do, at a lower price. But the key words here are "a few of us". Just a few of us know about the ST, the Megas, about desktop publishing. that Atari makes a decent laser printer, and that the price of the machine kicks butt. But those **few.** privileged few, are about to have company. Atari has made a real commitment to educate America about the computer we all have.



If you have stayed up and happened to be watching "Nightline", then you saw a commercial or two from Atari about the ST. Not a great commercial (it won't win the Oscar), but a decent one, comparing the ST to the Mac.

So. after all these years. it looks as if Atari has finally committed to the American market. And that's good. We have had too many negative things happen to us last year. WordPerfect getting snooty and essentially abandoning us. Spectrum Holobyte getting snooty and threatening to abandon us. Everyone telling us that the ST is bound for the computer orphanage. and if we were really smart, we would dump it now. But we hung on (you even joined a ST club), knowing the day would come where the ST would be supported. advertised. and, Lord willing, people wouldn't be laughing at our "I Love Atari" bumper-sticker.

They still laugh at my sticker. But I have a feeling they won't be laughing much longer. Atari already kicks some hiney in Europe. just ask Udo Schwabbauer. You will see the ST being demonstrated at Cielo Vista Mall. there are ST World shows going on all over the place. and Atari has really shown a commitment at last.

So the picture is rosy for the future, right?. Well, there are a few things that could bring all this good stuff crashing to a halt. One is piracy. If you enjoy a program, then buy it! I know, we all would like something for nothing, but let's face the music. Companies don't make programs if they don't make money. They don't make money if they

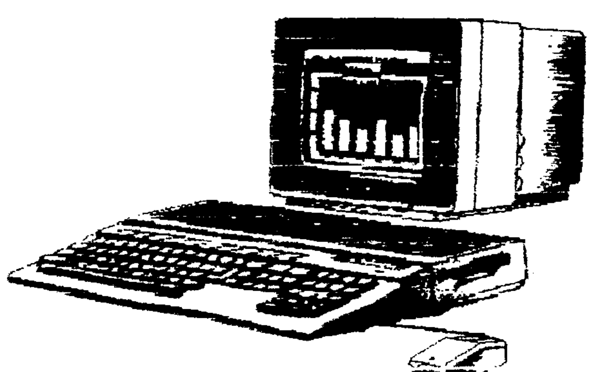
don't sell. They don't sell if everyone has a pirated. broken, whatever copy. Look at the box of disks at your desk. Now, look at how many you paid for. Feel guilty? If not, momma didn't teach ya anything.

Another thing that will hurt the community is divisiveness. We should all work together, as a group. to beep the computer alive. Shout it from the mountaintops what a great little machine you have. Show off the graphics, bring a friend to a meeting. Show your friends what a word processor can do. Get involved in ihe club. The club was not designed for a few people to get up and do a song and dance, while everyone else sits there and looks silly.

Got a new program that you like? Bring it in and show us! Got a question? Ask it! The club is for you! There are a few members that know everything about the computer. while !he rest of us know close to nothing! What the heck do those bombs mean anyway? ASK!!! And if you don't know how to run a program. then get off yer butt and ask one of us. We will learn the darn thing together if we don't know Want a hard drive but don't know what a good buy is? ASK! Cot a friend that wants to buy an Apple or IBM? Bring them to a meeting! Well show them a reai computer. The club is you. The club is not the President. !he Vice-President, the Treasurer, and the Librarian. The club includes them, but it isn't just them. Get to it! Write an article to the newsletter, Don't know how? Keep reading. and somewhere back in these pages. there are instructions.

The real thing that will keep Atari from being a great computer is us. We gotta advertise it, because your word is worth 10 times what a commercial says io your next door neighbor. Spread the word baby! The computer, the club. and a whole lotta fun is dependent on your actions! As :he Nike commercials say "Do Id"

Until next month. Tim



Liaug 1989 Meeting Dates

Jan 7	July 1
Feb 4	Aug 5
Mar 4	Sept 9
Apr 1	Oct 7
May 6	Nov 4
June 3	Dec 2

Bring a Modem into Your Life

By Patricia Snyder-Rayi

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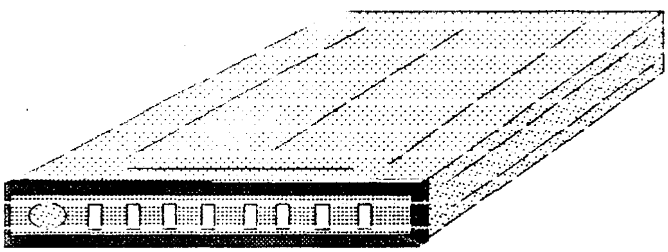
Ok, I'll admit it. I'm the telecommunications junky in the family. I'm always in the weekly conferences in the Atari areas on CompuServe and Delphi. It was for my benefit we started a bulletin board service (BBS) in the first place.

All this fanaticism doesn't make me an expert on modems, but I've certainly used my share of MOdulating/DEModulating devices. from a 300 baud Atari 1030 to a 1200 baud HabaModem (with only one LED to indicate the modem was plugged in) io several sleek, new 2400 baud modems.

One oi these new bones is both small in size and price tag. It's the Baby Blue 24 external modem available from Irata Verlag. For the color-conscious computer owner. the light (baby) blue modem accents the battlegray of the ST

or Mega. For the quality-conscious computer owner. the Baby Blue 24 is an exceptional bargain and workhorse, not to mention its 5-year warranty.

Currently, Irata Verlag is offering the 2400 baud modem for only $135, and all you need to add is the RS-232 modem cable to join the masses of telecommunicators out there. Ok. you'd need a terminal program too. (If you ask 5 ST owners which software is best, you'll get 5 different answers, but my favorite and recomm ndation is Flash!) The modem is also small in size, measuring 6.5 inches long, 4.5 inches wide and 1.5 inches tall.



Our BBS. The Treasure CheST. is now running day and night off the Baby Blu 24 odem, and there hasn't been a single problem. in fact, one caller commented that the lines to our BBS had suddenly become clearer and he was experiencing less line noise! He wanted to know if we had changed the phone line, and was surprised to find out the only difference was Irata Verlag's modem.

The Baby Blue 24 used the full Hayes command set (the commands sent to the modem telling it what to do -- like ATDT is dial out in tone mode). and one very nice feature is you don't need to type the commands in upper case. The modem also understands extended result codes, and the documentation says it is compatible with Bell 103 and 212A. plus CCITT standards.

On the front of the Baby Blue is a row of LEDs. There are seven altogether -- one for Auto Answer. one to tell when a call comes in. one to indicate transmitting data. one to indicate receiving data, etc. There are also four DIP switches on the modem, giving you the option of setting the modem with these rather than through your software. The modem also has non-volatile memory if you wish :- store your phone numbers in the modem instead of in your software package.

One last. but necessary feature, is the internal speaker. This speaker can be set to three different volume levels. not including on and off. Such a speaker is invaluable to hear the BBS you're calling has changed numbers or is simply no longer in service.

If some of these terms are not familiar to you, there is a glossary of terms in the back of the documentation for the Baby Blue 24. The documentation is over 40 pages. and has charts detailing S-registers, the factory default settings of the modem. the RS-232 pin assignments, and even ASCII character values in hex and decimal.

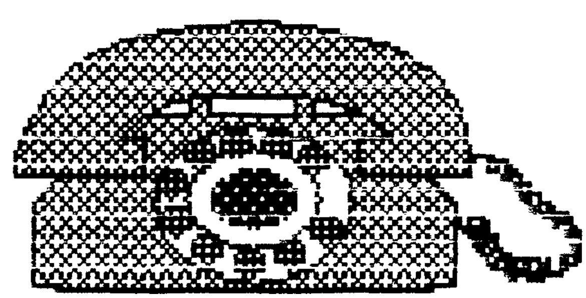
Irata Verlag is also distributing an upgradable 2400 baud modem. This modem is called the Data 24. and is an Incomm Turbo 2400 baud modem in disguise. Its size and price tag are larger than the Baby Blue 24, but you get the ability to add boards to increase speed. without having to ditch your current modem. With the Data 24 modem, you can add 2400 baud error correction or go all the way up to 4800 baud!

This modem also has the 5-year warranty. four DIP switches, Hayes commands and extended result codes. internal speaker with variable settings and battery backed-up memory. This modem has 11 LEDs however, and the documentation includes appendices dealing with commands only available with the upgrades.

The documentation I had did not say how much the upgrades would cost. how the modem is constructed to accommodate them or what the procedure to upgrade involves.

We've performed the ultimate test on both the Baby Blue 24 and the Data 24 by running them for several days, at 24 hours per day. Both modems came through with flying colors! Neither modem had a problem communicating with the BBS/ST software from QMI, Flash! or with the different services we call regularly.

My personal favorite is the Baby Blue 24 modem, but the Data 24 would be good for someone who has a little foresight and plans to go to higher speeds. For more information on the availability and prices on these fine modems, please contact Irata Verlag. PO Box 69-5530, Miami Beach, FL 33269 or phone 305-652-1038.

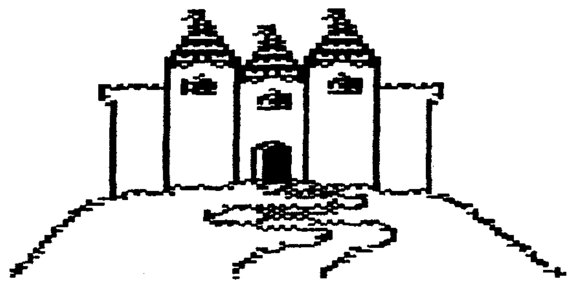


TOWER TOPPLER

U.S.Gold, P.O. Box 8020,

600 Galveston Dr., Redwood City, C A **94063**

Review by: John Slivinski - MVACE (with the expert assistance of sons Michael and Matthew)



In Tower Toppler you control the movement of a frog withyour joystick and must move in a spiraling direction around andto the top of different towers. There are two different missions with eight rowers per mission. Each succeeding tower presents an increasing level of difficulty. You start with three frogs and can earn more as you conquer the towers. The clock is running, so you must reach the top of a tower before your time runs out. or you lose a frog.

The frog moves along steps. through tunnels, and up and down elevators as the tower revolves with its motion. Some steps are slippery or can crumble, causing the frog to fall to a lower level or into the toxic ocean below. You lose a frog if it lands in the toxic ocean. Along the way. the frog meets obstacles that can knock it off a step. again sending it downward. The obstacles are different colored balls, eyeballs, mutant molecules that look like toy jacks. and other simple shapes having the same effect - knock down the frog. Some of these obstacles can be destroyed by the frog's snowball gun (that's actually what they call it). By holding down the joystick button, the frog can be made to jump over obstacles or gaps in the steps.

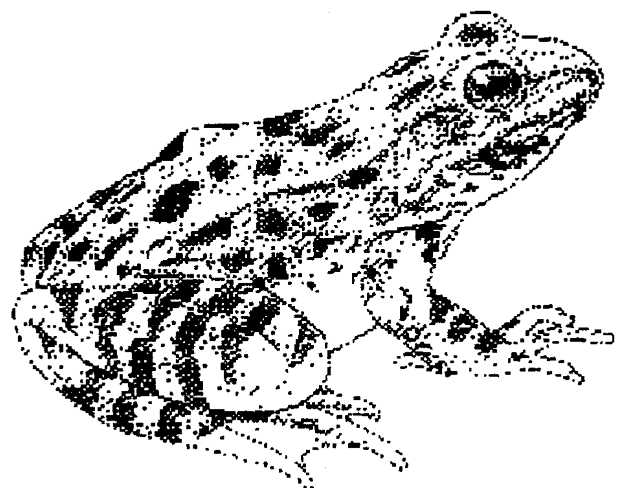
If you are lucky enough to reach the top, the tower descends into the ocean and the frog boards a submarine to do some fishing. Fishing is accomplished by firing at fish rapidly moving towards the submarine. If a fish is hit, it is incased in a bubble. You must then move the submarine up or down to catch the bubble. Reaching the top of a tower also increases your supply of frogs.



The game starts out interesting but soon becomes monotonous due to the simple motions of the frog and the repeated nature of the obstacles. That plus the simple graphics led me to assume that this was a game for small children. It is not. The towers definitely present an increasing level of difficult. It requires a lot of time and patience to master the frog's required path in order to reach the top of each tower. If you run out of frogs, you have to start all over beginning with the first tower. We continued to play Tower Toppler numerous times even though the game quickly became very boring. I definitely recommend you try this one before buying.

A special thanks to my two sons Michael and Matthew for their willingness to play Tower Toppler in lieu of other games. (I just wish they'd let me on the computer once in a while).

Tower Toppler is produced by US. Cold and retails for **$49.95.** The discount price is around **$33.95.** Thanks to Micr-O-tyme for the review copy.



Building a Hard Drive for Your ST

NOTICE: This article originally appeared in the February. 1989 issue of Atari Interface Magazine and may be freely distributed or reprinted in non-profit User Group publications as long as the article's author and Atari Interface Magazine are credited AND this notice is reprinted with the article.

Using a Kit from Tech Specialties, the Drive may be Hard, but Building it isn't!

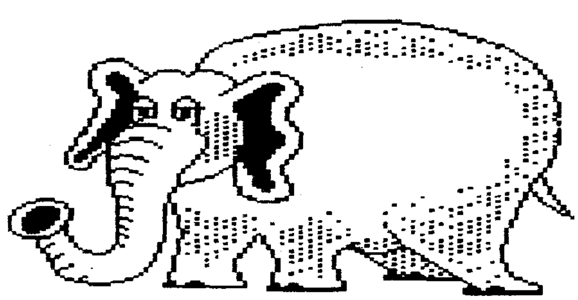
by Bill Rayl

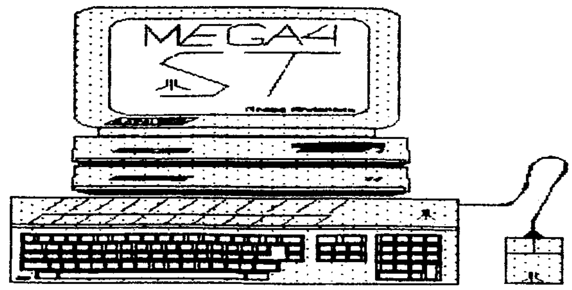
About eight months ago. the gods smiled upon me. A friend of mine, who happened to own an IBM clone. decided his 20 meg hard drive was just too small. He moved up to a 60 meg drive. No longer having use for the old hard drive. he offered it to me at a price I couldn't resist -- free! Needless to say. I spent about .032 nanoseconds before gladly accepting the drive.

So, there I was with an Epson HD-860 half-height. 20 meg drive with no cables, power supply or case and no documentation. A call to Epson remedied the documentation problem. They gladly sent me a Product Manual and Maintenance Manual. I was also informed that a number of HD-860 drives had had problems and the drives were no longer in production. Still. free is free.

The next step was the biggest -- choosing a hard drive kit. After shopping around and comparing pricing, quality of parts and knowledgeability of the people I talked to, I finally decided on a hard drive kit from Tech Specialties of Houston, Texas.

The first time I called Tech Specialties about their kits. I spoke with Ky Vaumund, the owner and chief engineer. Having never attempted building a hard drive. I had lots of questions and Ky answered them with ease. Most importantly. his answers were simple and easy to understand. He made it all sound simple. I was sold. I chose the 13.25"X15"X3.8" kit with 55W power supply,





115V fan. full SCSI/DMA through host adapter, and room for three hall-height drives. (price:$295)

In less than two weeks. the kit arrived at my door. Upon opening the box, I was surprised to find the entire kit had already been assembled! I had expected a jumble of cables parts and numbered diagrams that I'd spend hours sorting out and staring. Not so!

Upon opening the Mega ST-sized case. I found that all the cables were already connected. The host adapter. which interfaces the SCSI hard drive controller to the ST's DMA port. was actually an ICD host adapter with built-in battery-backed clock and an extra DMA port for daisy-chaining! Included in the box was the ICDhard drive utilities disk and 24 pages of docs that discuss building a hard drive with the ICD controller. Most of the documentation wasn't necessary, since the kit was already assembled except for the hard drive itself. but the docs had lots of interesting info in those 24 pages.

After spending about five minutes with the docs. I simply dropped the hard drive into one of the slots in the kit. plugged in the 20-pin and 34-pin drive cables and connected the power. During all this, I kept thinking it just couldn't be this easy.

Then. I plugged everything in. turned on the drive and the ST and went to format the drive. Surprise -- the ICD software didn't list the Epson drive in the format options. Back to the docs and the section describing how to add a drive's specifications to the formatter. Between the docs and the Epson Product Manual. I got the information needed and in less than 10 minutes I was formatting away. In under 15 minutes. I had built a 20 meg hard drive, formatted and partitioned it and was busily installing my software!

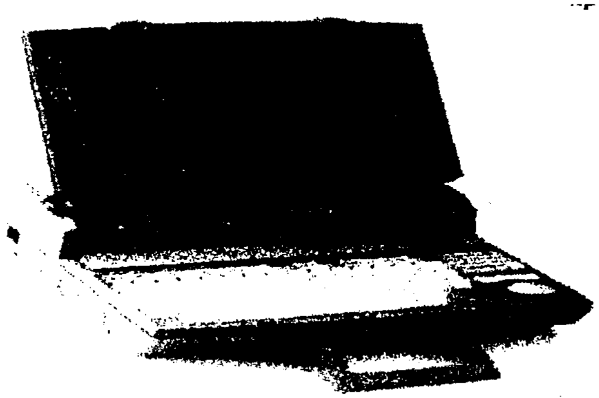
It's been over two months now since the drive was built, and I haven't had a single problem with it. Now, all I need is for my IBM friend to decide his 60 meg drive just isn't big enough. After all, I still have room for another hard drive or two in the case!

Tidbits from the Atari World

Atari had quite a show at ComDex this spring. All the things that were shown have been "guaranteed to be shipping by around June in the states Here is a summary of what was shown by Atari. as well as what shown by some of the third party developers.

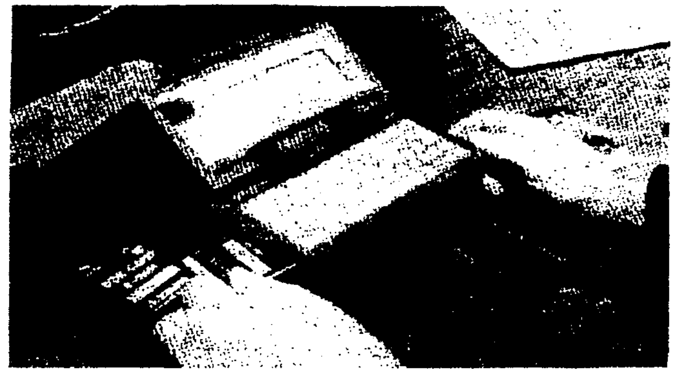
The smallest MS-Dos computer to come to the market is the Folio by Atari. Barely the size of a video cassette, it features a full keyboard with real keyboard feel. 40 column LCD display, 128k(expandable to 640k), built-in MS-DOS 2.1 1, word processor, appointment calendar, phone dialer, spreadsheet with 1-2-3 compatibility, and data base. Disks are replaced by thin RAM wafers. that plug into the side of the and appear as very last drives to the system. A cable can be connected that can let the computer access your ST for direct transfer of data. Price $399.95.

Stacy. the ST laptop made it's appearance as well. in working form. Features include a 640x400 LCD display. like the SM134. A trackball instead of a mouse. and mouse and joystick ports. 1 meg of RAM built-in. double sided drive. and connectors for attaching to an external monitor. There will be several configurations available, starting with the one floppy drive for $1499. The top-of-the line version runs $1999 and includes a 20 megabyte hard drive. TOS 1.4 will be included.



The MegaFile 44 was at ComDex, with a removable hard disk cartridge. MegaFile will be listed at "around $1200. with the disks going for about $150 each. Each disk holds 44 megs of info. No special hardware will be needed for the MegaFile 44.

BTW the PC-4 compatible was also there.



WordFlair, sold by Atari but built developed by Blue Chip International, is Atari's new document processor. This is not supposed to be a DTP type product. nor is it a word processor, so they say. But it does have graphic importation, word wrap-around. text importation from several WP's, and a limited database. Charts can be created on this program, for inclusion in your document. Sounds like a winner.

Also shown at the ComDex were:

• A fax modem from MichTron, as well as Fleet Street version 3.0.

* O-Line, a graphic and text manipulator that handles circular

text. wrapping around irregular objects, 3-D text, multiple gradient shading. all used to support Calamus. Calamus will soon be upgraded to include these features. but no date is predicted.

0-Line itself will also sell as a separate package. From ISD.

All in ail, Atari looked pretty nice at ComDex. Now. if they get the stuff out that they promise, this may very well be the year of the ST!

ST Club of El Paso

10953 Yogi Berra

El Paso, Texas

79934

Closing by the editor

The cover picture this month is the new Atari Portable Came Machine. It's completely portable with its own color screen. An ac converter is available for indoor use. Atari has joined with Epyx to manufacture games lor the machine. It comes packaged with Winter Games. Well, at ieast it isn't caiied the ST Game Machine.

SUPER 3D PLOTTER II

By: R. Constan c 1985

★ ★ BEYOND BELIEF! ★ ★

It you have any interest in 3D computer animation and image design, get ready to watch your so-called "game machine" out-perform every 8-bit machine on the market today! SUPER 3D PLOTTER II is a complete 3D image design, display, and animation package for your Atari computer. Thanks to some new and very powerful "natural" algorithms developed by Elfin Magic, detailed hi-res images can be rotated and maneuvered at an amazing projection rate of 3 to 6 screens per second! This is the kind of animation that was considered impossible for an Atari. Believe it!! THIS PROGRAM ALLOWS MORE REAL TIME CONTROL THAN ANY CURRENTLY AVAILABLE 3D SYSTEM FOR ANY-8 BIT MACHINE. SUPER 3D PLOTTER II also contains two full-featured, memory-resident editors: Enter your images via numeric data, or right on the screen with a joystick! Here are just some of the truly amazing features of this package.

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PRINTER OPTIONAL

—SOFTWARE WITH IMAGINATION—

CIRCUIT DATABASE II

This is an enhanced version of the electronic circuit (SCHEMATIC) drawing program I presented in the Nov. 1984 issue of ANALOG Computing. This program allows easy design and editing of electronic circuits, and storage of up to 60 complete, labeled diagrams on a single side of a disk! This new version includes several added circuit symbols, plus a special "TEXT TO HI-RES" converter, which produces neat, *vertical* printouts on any dot-matrix graphics printer having a vertical printhead. The editor is so friendly, you can almost draw your circuits on screen faster than you could scribble them out with pencil and paper. And, it's written in plain, listable Atari BASIC, with full documentation on all machine language routines (USR calls), so you can use them in your own programs. CIRCUIT DATABASE II is a must for anyone concerned with the electronics field, from weekend hobbyist to professional. In fact, in today's world of fast-moving technology, it is almost unthinkable that you (or your children) will never be exposed to electronic circuits in some form. Now, you can be ready—and at a price you can't resist.

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The Long Island ATARI Users Group

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To apply for LIAUG membership fill out the following application and bring it to the next meeting, or mail it (including check or money order) to:

The Long Island ATARI User Group
P.O. Box 92
Islip, New York 11751

The current dues, which includes a subscription to our newsletter, is $20 per year. Kindly make your check payable to The Long Island Atari User Group.

First name: ______________________ Last name: ______________________

Address ____

City: ______________________ State: __________ Zip: __________

Phone #: ____

Your system (please be specific):

Computer: 400 600 800 800XL 65 130 520 1040 MEGA

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Modem: __________ Interface: ______________________ Printer: __________

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Summer is winding down and it's almost time for *serious* computer usage. Our next meeting is September 9,1989.

The LIAUG Lighthouse
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